

CLAIMS

1. A game progress administering system connected with game terminal units to be operated by players and installed in a plurality of shops via communication lines such that operation signals necessary for the progress of a game can be communicated, thereby administering the progress of the game, comprising:

player information storage means for storing player identification information, which is identification information of players, in correspondence with shop identification information, which is identification information of shops to which the players virtually belong,

terminal information storage means for storing terminal identification information, which is identification information of the game terminal units, in correspondence with the shop identification information of the shops where the game terminal units are installed,

gaming evaluating means for receiving the terminal identification information of one game terminal unit, the player identification information and a game start signal, which is an operation signal to the effect of starting the game, from the one game terminal unit, instructing the one game terminal unit to conduct the game, calculating a result of each player based on the result of the game, and storing the calculated results in the player information storage means in correspondence with the

player identification information,

result tabulating means for tabulating the results of the players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop ranking, and storing the determined within-shop ranking in the player information storage means in correspondence with the player identification information,

shop judging means for reading the shop identification information corresponding to the terminal identification information of the one game terminal unit from the terminal information storage means, reading the shop identification information corresponding to the player identification information received by the gaming evaluating means from the player information storage means, and judging whether or not the read two pieces of shop identification information coincide with each other,

restricting condition judging means for judging whether or not to satisfy a first restricting condition that the two pieces of shop identification information were judged to coincide by the shop judging means and that a within-shop rank order corresponding to the player identification information received from the one game terminal unit by the gaming evaluating means is within a first specified rank order, and

guidance transmitting means for transmitting guidance information including the player identification information and

the within-shop ranking information of the player of the one game terminal unit to other game terminal units in the shop where the one game terminal unit is installed in order to display, on the other game terminal units, guidance to the effect that the player within the first specified rank order in the within-shop ranking will start the game if the first restricting condition is judged to be satisfied by the restricting condition judging means.

2. A game progress administering system connected with game terminal units to be operated by players and installed in a plurality of shops via communication lines such that operation signals necessary for the progress of a competition game can be communicated, thereby administering the progress of the competition game, comprising:

player information storage means for storing player identification information, which is identification information of players, in correspondence with shop identification information, which is identification information of shops to which the players virtually belong,

terminal information storage means for storing terminal identification information, which is identification information of the game terminal units, in correspondence with the shop identification information of the shops where the game terminal units are installed,

gaming evaluating means for receiving the terminal identification information of one game terminal unit, the player identification information and a game start signal, which is an operation signal to the effect of starting the competition game, from the one game terminal unit, determining competing terminal units, which are other game terminal units to become competitors, in accordance with a specified rule, instructing the one game terminal unit and the competing terminal units to conduct the competition game, calculating a result of each player based on the result of the competition game, and storing the calculated results in the player information storage means in correspondence with the player identification information,

result tabulating means for tabulating the results of the players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop ranking, and storing the determined within-shop ranking in the player information storage means in correspondence with the player identification information,

restricting condition judging means for judging whether or not to satisfy a restricting condition that a within-shop rank order corresponding to the player identification information received from the one game terminal unit by the gaming evaluating means is within a first specified rank order, and

guidance transmitting means for transmitting guidance information including the player identification information and

the within-shop ranking information of the player of the one game terminal unit to the competing terminal units in order to display, on the competing terminal units, guidance to the effect that the player within the first specified rank order in the within-shop ranking was determined as a competitor when the competing terminal units are determined by the gaming evaluating means if the restricting condition is judged to be satisfied by the restricting condition judging means.

3. A game progress administering system connected with game terminal units to be operated by players and installed in a plurality of shops via communication lines such that operation signals necessary for the progress of a game can be communicated, thereby administering the progress of the game, and communicably connected with shop monitor units installed in the respective shops and provided with monitors, comprising:

player information storage means for storing player identification information, which is identification information of players, in correspondence with shop identification information, which is identification information of shops to which the players virtually belong,

terminal information storage means for storing terminal identification information, which is identification information of the game terminal units, in correspondence with the shop identification information of the shops where the game terminal

units are installed,

gaming evaluating means for receiving the terminal identification information of one game terminal unit, the player identification information and a game start signal, which is an operation signal to the effect of starting the game, from the one game terminal unit, instructing the one game terminal unit to conduct the game, calculating a result of each player based on the result of the game, and storing the calculated results in the player information storage means in correspondence with the player identification information,

result tabulating means for tabulating the results of the players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop ranking, and storing the determined within-shop ranking in the player information storage means in correspondence with the player identification information,

shop judging means for reading the shop identification information corresponding to the terminal identification information of the one game terminal unit from the terminal information storage means, reading the shop identification information corresponding to the player identification information received by the gaming evaluating means from the player information storage means, and judging whether or not the read two pieces of shop identification information coincide with each other,

restricting condition judging means for judging whether or not to satisfy a first restricting condition that the two pieces of shop identification information were judged to coincide by the shop judging means and that a within-shop rank order corresponding to the player identification information received from the one game terminal unit by the gaming evaluating means is within a first specified rank order, and

guidance transmitting means for transmitting guidance information including the player identification information and the within-shop ranking information of the player of the one game terminal unit to the shop monitor unit in the shop where the one game terminal unit is installed in order to display, on the shop monitor unit in the shop where the one game terminal unit is installed, guidance to the effect that the player within the first specified rank order in the within-shop ranking will start the game if the first restricting condition is judged to be satisfied by the restricting condition judging means.

4. A game progress administering system connected with game terminal units to be operated by players and installed in a plurality of shops via communication lines such that operation signals necessary for the progress of a game can be communicated, thereby administering the progress of the game, comprising:

shop information storage means for storing shop

identification information, which is identification information of the shops, in correspondence with area identification information, which is identification information of areas where the shops are located,

player information storage means for storing player identification information, which is identification information of players, in correspondence with the shop identification information of the shops to which the players virtually belong,

terminal information storage means for storing terminal identification information, which is identification information of the game terminal units, in correspondence with the shop identification information of the shops where the game terminal units are installed,

gaming evaluating means for receiving the terminal identification information of one game terminal unit, the player identification information and a game start signal, which is an operation signal to the effect of starting the game, from the one game terminal unit, instructing the one game terminal unit to conduct the game, calculating a result of each player based on the result of the game, and storing the calculated results in the player information storage means in correspondence with the player identification information,

result tabulating means for tabulating the results of the players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop

ranking, storing the determined within-shop ranking in the player information storage means in correspondence with the player identification information, tabulating the results of the players within a first specified rank order in the within-shop ranking to obtain a shop result of each shop at every interval of a specified period, determining a within-area shop ranking, which is a ranking of the respective shops, for each area where the respective shops are located in accordance with the shop results of the respective shops, and storing determined within-area shop ranking information in the shop information storage means in correspondence with the shop identification information,

shop judging means for reading the shop identification information corresponding to the terminal identification information of the one game terminal unit from the terminal information storage means, reading the shop identification information corresponding to the player identification information received by the gaming evaluating means from the player information storage means, and judging whether or not two pieces of area identification information corresponding to the read two pieces of shop identification information coincide with each other, using the shop information storage means,

restricting condition judging means for judging whether or not to satisfy a second restricting condition that the two pieces of area identification information corresponding to the

two pieces of shop identification information were judged to coincide by the shop judging means, that the within-shop rank order of the player corresponding to the player identification information received from the one game terminal unit by the gaming evaluating means is within the first specified rank order, and that a within-area shop rank order of the shop to which the player corresponding to the player identification information received from the one game terminal unit by the gaming evaluating means belongs is within a second specified rank order, and

guidance transmitting means for transmitting guidance information including the player identification information, the within-shop ranking information and the within-area shop ranking information of the player of the one game terminal unit to other game terminal units in the shop where the one game terminal unit is installed in order to display, on the other game terminal units, guidance to the effect that the player virtually belonging to the shop within the second specified rank order in the within-area shop ranking and being within the first specified rank order in the within-shop ranking will start the game if the second restricting condition is judged to be satisfied by the restricting condition judging means.

5. A game progress administering system connected with game terminal units to be operated by players and installed in a

plurality of shops via communication lines such that operation signals necessary for the progress of a competition game can be communicated, thereby administering the progress of the competition game, comprising:

shop information storage means for storing shop identification information, which is identification information of the shops, in correspondence with area identification information, which is identification information of areas where the shops are located,

player information storage means for storing player identification information, which is identification information of players, in correspondence with the shop identification information of the shops to which the players virtually belong,

terminal information storage means for storing terminal identification information, which is identification information of the game terminal units, in correspondence with the shop identification information of the shops where the game terminal units are installed,

gaming evaluating means for receiving the terminal identification information of one game terminal unit, the player identification information and a game start signal, which is an operation signal to the effect of starting the competition game, from the one game terminal unit, determining competing terminal units, which are other game terminal units to become competitors, in accordance with a specified rule, instructing

the one game terminal unit and the competing terminal units to conduct the competition game, calculating a result of each player based on the result of the competition game, and storing the calculated results in the player information storage means in correspondence with the player identification information,

result tabulating means for tabulating the results of the players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop ranking, storing the determined within-shop ranking in the player information storage means in correspondence with the player identification information, tabulating the results of the players within a first specified rank order in the within-shop ranking to obtain a shop result of each shop at every interval of a specified period, determining a within-area shop ranking, which is a ranking of the respective shops, for each area where the respective shops are located in accordance with the shop results of the respective shops, and storing determined within-area shop ranking information in the shop information storage means in correspondence with the shop identification information,

restricting condition judging means for judging whether or not to satisfy a restricting condition that a within-shop rank order of the player corresponding to the player identification information received from the one game terminal unit by the gaming evaluating means is within the first specified rank order

and that a within-area shop rank order of the shop to which the player corresponding to the player identification information received from the one game terminal unit by the gaming evaluating means virtually belongs is within a second specified rank order, and

guidance transmitting means for transmitting guidance information including the player identification information, the within-shop ranking information and the within-area shop ranking information of the player of the one game terminal unit to the competing terminal units in order to display, on the competing terminal units, guidance to the effect that the player virtually belonging to the shop within the second specified rank order in the within-area shop ranking and being within the first specified rank order in the within-shop ranking was determined as a competitor when the competing terminal units are determined by the gaming evaluating means if the restricting condition is judged to be satisfied by the restricting condition judging means.

6. A game progress administering system connected with game terminal units to be operated by players and installed in a plurality of shops via communication lines such that operation signals necessary for the progress of a game can be communicated, thereby administering the progress of the game, and communicably connected with shop monitor units installed in

the respective shops and provided with monitors, comprising:

shop information storage means for storing shop identification information, which is identification information of the shops, in correspondence with area identification information, which is identification information of areas where the shops are located,

player information storage means for storing player identification information, which is identification information of players, in correspondence with the shop identification information of the shops to which the players virtually belong,

terminal information storage means for storing terminal identification information, which is identification information of the game terminal units, in correspondence with the shop identification information of the shops where the game terminal units are installed,

gaming evaluating means for receiving the terminal identification information of one game terminal unit, the player identification information and a game start signal, which is an operation signal to the effect of starting the game, from the one game terminal unit, instructing the one game terminal unit to conduct the game, calculating a result of each player based on the result of the game, and storing the calculated results in the player information storage means in correspondence with the player identification information,

result tabulating means for tabulating the results of the

players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop ranking, storing the determined within-shop ranking in the player information storage means in correspondence with the player identification information, tabulating the results of the players within a first specified rank order in the within-shop ranking to obtain a shop result of each shop at every interval of a specified period, determining a within-area shop ranking, which is a ranking of the respective shops, for each area where the respective shops are located in accordance with the shop results of the respective shops, and storing determined within-area shop ranking information in the shop information storage means in correspondence with the shop identification information,

shop judging means for reading the shop identification information corresponding to the terminal identification information of the one game terminal unit from the terminal information storage means, reading the shop identification information corresponding to the player identification information received by the gaming evaluating means from the player information storage means, and judging whether or not two pieces of area identification information corresponding to the read two pieces of shop identification information coincide with each other, using the shop information storage means,

restricting condition judging means for judging whether or

not to satisfy a second restricting condition that the two pieces of area identification information corresponding to the two pieces of shop identification information were judged to coincide by the shop judging means, that the within-shop rank order of the player corresponding to the player identification information received from the one game terminal unit by the gaming evaluating means is within the first specified rank order, and that a within-area shop rank order of the shop to which the player corresponding to the player identification information received from the one game terminal unit by the gaming evaluating means belongs is within a second specified rank order, and

guidance transmitting means for transmitting guidance information including the player identification information, the within-shop ranking information and the within-area shop ranking information of the player of the one game terminal unit to the shop monitor unit in the shop where the one game terminal unit is installed in order to display, on the shop monitor unit, guidance to the effect that the player virtually belonging to the shop within the second specified rank order in the within-area shop ranking and being within the first specified rank order in the within-shop ranking will start the game if the second restricting condition is judged to be satisfied by the restricting condition judging means.

7. A game progress administering system connected with game terminal units to be operated by players and installed in a plurality of shops via communication lines such that operation signals necessary for the progress of a game can be communicated, thereby administering the progress of the game, comprising:

shop information storage means for storing shop identification information that is identification information of the respective shops,

player information storage means for storing player identification information, which is identification information of players, in correspondence with the shop identification information of the shops to which the players virtually belong,

terminal information storage means for storing terminal identification information, which is identification information of the game terminal units, in correspondence with the shop identification information of the shops where the game terminal units are installed,

gaming evaluating means for receiving the terminal identification information of one game terminal unit, the player identification information and a game start signal, which is an operation signal to the effect of starting the game, from the one game terminal unit, instructing the one game terminal unit to conduct the game, calculating a result of each player based on the result of the game, and storing the calculated results in

the player information storage means in correspondence with the player identification information,

result tabulating means for tabulating the results of the players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop ranking, storing the determined within-shop ranking in the player information storage means in correspondence with the player identification information, tabulating the results of the players within a first specified rank order in the within-shop ranking for each shop at every interval of a specified period to obtain a shop result, determining a shop ranking, which is a ranking of the respective shops, in accordance with the shop results of the respective shops, and storing the determined shop ranking information in the shop information storage means in correspondence with the shop identification information,

restricting condition judging means for judging whether or not to satisfy a third restricting condition that a within-shop rank order of the player corresponding to the player identification information received from the one game terminal unit by the gaming evaluating means is within the first specified rank order and that a shop rank order of the shop to which the player virtually belongs is within a third specified rank order, and

guidance transmitting means for transmitting guidance information including the player identification information, the

within-shop ranking information and the shop ranking information of the player of the one game terminal unit to other game terminal units in the shop where the one game terminal unit is installed in order to display, on the other game terminal units, guidance to the effect that the player virtually belonging to the shop within the third specified rank order in the shop ranking and being within the first specified rank order in the within-shop ranking will start the game if the third restricting condition is judged to be satisfied by the restricting condition judging means.

8. A game progress administering system connected with game terminal units to be operated by players and installed in a plurality of shops via communication lines such that operation signals necessary for the progress of a competition game can be communicated, thereby administering the progress of the competition game, comprising:

shop information storage means for storing shop identification information that is identification information of the respective shops,

player information storage means for storing player identification information, which is identification information of players, in correspondence with the shop identification information of the shops to which the players virtually belong,

terminal information storage means for storing terminal

identification information, which is identification information of the game terminal units, in correspondence with the shop identification information of the shops where the game terminal units are installed,

gaming evaluating means for receiving the terminal identification information of one game terminal unit, the player identification information and a game start signal, which is an operation signal to the effect of starting the competition game, from the one game terminal unit, determining competing terminal units, which are other game terminal units to become competitors, in accordance with a specified rule, instructing the one game terminal unit and the competing terminal units to conduct the competition game, calculating a result of each player based on the result of the competition game, and storing the calculated results in the player information storage means in correspondence with the player identification information,

result tabulating means for tabulating the results of the players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop ranking, storing the determined within-shop ranking in the player information storage means in correspondence with the player identification information, tabulating the results of the players within a first specified rank order in the within-shop ranking for each shop at every interval of a specified period to obtain a shop result, determining a shop ranking, which is a

ranking of the respective shops, in accordance with the shop results of the respective shops, and storing the determined shop ranking information in the shop information storage means in correspondence with the shop identification information,

restricting condition judging means for judging whether or not to satisfy a third restricting condition that a within-shop rank order of the player corresponding to the player identification information received from the one game terminal unit by the gaming evaluating means is within the first specified rank order and that a shop rank order of the shop to which the player virtually belongs is within a third specified rank order, and

guidance transmitting means for transmitting guidance information including the player identification information, the within-shop ranking information and the shop ranking information of the player of the one game terminal unit to the competitor terminal units in order to display, on the competitor terminal units, guidance to the effect that the player virtually belonging to the shop within the third specified rank order in the shop ranking and being within the first specified rank order in the within-shop ranking was determined as a competitor if the third restricting condition is judged to be satisfied by the restricting condition judging means.

9. A game progress administering system connected with

game terminal units to be operated by players and installed in a plurality of shops via communication lines such that operation signals necessary for the progress of a game can be communicated, thereby administering the progress of the game, and communicably connected with shop monitor units installed in the respective shops and provided with monitors, comprising:

shop information storage means for storing shop identification information that is identification information of the respective shops,

player information storage means for storing player identification information, which is identification information of players, in correspondence with the shop identification information of the shops to which the players virtually belong,

terminal information storage means for storing terminal identification information, which is identification information of the game terminal units, in correspondence with the shop identification information of the shops where the game terminal units are installed,

gaming evaluating means for receiving the terminal identification information of one game terminal unit, the player identification information and a game start signal, which is an operation signal to the effect of starting the game, from the one game terminal unit, instructing the one game terminal unit to conduct the game, calculating a result of each player based on the result of the game, and storing the calculated results in

the player information storage means in correspondence with the player identification information,

result tabulating means for tabulating the results of the players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop ranking, storing the determined within-shop ranking in the player information storage means in correspondence with the player identification information, tabulating the results of the players within a first specified rank order in the within-shop ranking for each shop at every interval of a specified period to obtain a shop result, determining a shop ranking, which is a ranking of the respective shops, in accordance with the shop results of the respective shops, and storing the determined shop ranking information in the shop information storage means in correspondence with the shop identification information,

restricting condition judging means for judging whether or not to satisfy a third restricting condition that a within-shop rank order of the player corresponding to the player identification information received from the one game terminal unit by the gaming evaluating means is within the first specified rank order and that a shop rank order of the shop to which the player virtually belongs is within a third specified rank order, and

guidance transmitting means for transmitting guidance information including the player identification information, the

within-shop ranking information and the shop ranking information of the player of the one game terminal unit to the shop monitor unit in the shop where the one game terminal unit is installed in order to display, on the shop monitor unit in the shop where the one game terminal unit is installed, guidance to the effect that the player virtually belonging to the shop within the third specified rank order in the shop ranking and being within the first specified rank order in the within-shop ranking will start the game if the third restricting condition is judged to be satisfied by the restricting condition judging means.

10. A game progress administering system according to any one of claims 1 to 9, further comprising belonging-shop setting means for reading the shop identification information corresponding to the terminal identification information of the one game terminal unit from the terminal information storage means, transmitting the shop identification information to the one game terminal unit, and storing the shop identification information in the player information storage means in correspondence with the player identification information of the one game terminal unit upon receiving belonging-shop setting information to the effect of setting to virtually belong to the shop corresponding to the shop identification information from the one game terminal unit when the terminal identification information of the one game terminal unit is received from the

one game terminal unit by the gaming evaluating means.

11. A game progress administering system according to any one of claims 1, 4 and 7, wherein the guidance transmitting means transmits the guidance information to the other game terminal units while adding an interrupt signal thereto in order to make an interrupt display of the guidance on the other game terminal units.

12. A game progress administering system according to any one of claims 1 to 3, wherein the result tabulating means determines the within-shop ranking by tabulating the results of the players within a specified past period for each shop to which the players virtually belong, and stores the determined within-shop ranking in the player information storage means in correspondence with the player identification information.

13. A game progress administering system according to claim 3, further comprising within-shop ranking transmitting means for transmitting the player identification information and the within-shop ranking information of the players virtually belonging to each shop to the shop monitor unit of each shop in order to display the player identification information and the within-shop ranking information of the players virtually belonging to each shop in the form of a ranking on the shop

monitor unit of each shop.

14. A game progress administering system according to any one of claims 4 to 9, wherein the guidance information further includes shop identification information of the shop to which the player of the one game terminal unit virtually belongs.

15. A game progress administering method using a game progress administering system connected with game terminal units to be operated by players and installed in a plurality of shops via communication lines such that operation signals necessary for the progress of a game can be communicated, thereby administering the progress of the game, comprising:

a step in which player information storage means of the game administering system stores player identification information, which is identification information of players, in correspondence with shop identification information, which is identification information of shops to which the players virtually belong,

a step in which terminal information storage means of the game administering system stores terminal identification information, which is identification information of the game terminal units, in correspondence with the shop identification information of the shops where the game terminal units are installed,

a step in which gaming evaluating means of the game administering system receives the terminal identification information of one game terminal unit, the player identification information and a game start signal, which is an operation signal to the effect of starting the game, from the one game terminal unit, instructs the one game terminal unit to conduct the game, calculating a result of each player based on the result of the game, and stores the calculated results in the player information storage means in correspondence with the player identification information,

a step in which result tabulating means of the game administering system tabulates the results of the players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop ranking, and stores the determined within-shop ranking in the player information storage means in correspondence with the player identification information,

a step in which shop judging means of the game administering system reads the shop identification information corresponding to the terminal identification information of the one game terminal unit from the terminal information storage means, reads the shop identification information corresponding to the player identification information received by the gaming evaluating means from the player information storage means, and judges whether or not the read two pieces of shop identification

information coincide with each other,

a step in which restricting condition judging means of the game administering system judges whether or not to satisfy a first restricting condition that the two pieces of shop identification information were judged to coincide by the shop judging means and that a within-shop rank order corresponding to the player identification information received from the one game terminal unit by the gaming evaluating means is within a first specified rank order, and

a step in which guidance transmitting means of the game administering system transmits guidance information including the player identification information and the within-shop ranking information of the player of the one game terminal unit to other game terminal units in the shop where the one game terminal unit is installed in order to display, on the other game terminal units, guidance to the effect that the player within the first specified rank order in the within-shop ranking will start the game if the first restricting condition is judged to be satisfied by the restricting condition judging means.